

Software Requirements Specification

For

Social Hour

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Cycle: Prototype
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Grading Rubric - Requirements Specification

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content (80)	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Introduction Scope Definitions			10	
User Profile			20	
Functional Requirements			30	
Performance & Design Requirements			10	
Data Requirements			10	
Writing (20)				
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression	Hard to follow or poor word choices	Clear and concise. A pleasure to read	5	
Tone	Tone not appropriate for technical writing	Tone is consistently professional		
Organization	Information difficult to locate	All information is easy to find and important points stand out	5	
Layout	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
Late Submission			-10 -25	
Total			100	

1 Introduction

This section provides an overview of Social Hour. Scope provides a short description of the product and how it is useful; Definitions explains terms with which a reader may not be familiar; and User Profile identifies the ways different groups of people would make use of Social Hour.

1.1 Scope

Our project is a social network based around the user's calendar. Clients would use our platform as a tool to enhance their social life by providing a friend and group network to schedule and attend events. Social Hour works to bridge the gap between event availability and event scheduling. In addition, by creating personal events and milestones, users will be able to have a personal scheduling application double as a social network.

1.2 Definitions, Acronyms, and Abbreviations

event: any planned and calendar-based activity. for example, a graduation party, a family meeting, a sports event, a study plan or a travel plan.

We will develop a general framework compatible with most types of events. Meanwhile, we keep our focus on student-related events for the prototype.

private event: an event only assigned members can view, comment & contribute

public event: an event everyone can view, comment & contribute

1.3 User Profile

There are multiple groups of people that will use our group:

Students: Our primary target in our initial build is students. With our platform, students will be able to join classes as groups, share content, and schedule study sessions with others.

Companies: Companies will also be able to schedule events with their employees, and use the milestone feature to set goals for development teams.

Families: Families could plan events to get together in their free time promoting family interaction. They could plan dinners or family reunions.

Friend Groups: Friends of any individual can see blocks of time when they are completely free, which can facilitate the creation of new events.

Fraternities, Sororities or other Membership-based Associations: Not only could membership-based organizations facilitate social interaction (allowing individuals to become friends throughout the network), Organization heads can make events automatically show up on members' calendars, boosting attendance.

2 External Interfaces

This section identifies ways in which Social Hour interacts with people and other systems.

2.1 User Interface

For the prototype we will design user interface for

1. first-time user login
2. basic event management like event creation, removal & update.
3. basic event display like event title, icon, event description, schedule, progress, etc.
4. basic event discussion, including owner posts, viewer comments & replies.

1 and 2 will have its own screen, while 3 and 4 will be integrated in one screen.

2.2 Data Interface

Our data interface will be MongoDB .

3 Specific Requirements

3.1 Functional Requirements

1. - Calendar Interface

Social Hour must have a calendar section in its interface that allows members to plan their schedule and post about upcoming events on their calendars .

2. - Friends List/Group

Social Hour will allow members to add friends and join groups so that these people can be notified of events that a member post or member can be invited to something either by a friend or through a group they have joined.

3.- Mobile interface

In order for Social Hour to be a mobile app, a mobile user interface needs to be created for optimal functionality on phones and other mobile devices.

4. Social Networking

Users can tag their events with specific keywords (programming, soccer, studying, etc.) to attract other users to the event. Users that attend events with certain tags will be recommended other events to attend and potential friends to add based on data tracking.

5. Stationary Header

A stationary header so that when different members of social hour scroll on the application's interface the header is always there and provides quick and easy access to other parts on the app to provide a better user experience.

6. Database/Server

This is where all the user data will be stored such as user account information. The application on the phone will then run and interact through the server.

7. Permission System

For every event the user schedules, the user will be able to set a permission level for other people to use. Different permission levels will allow different users to view the contents of the event.

3.2 Performance Requirements

The statements below define the performance requirements for the system.

1. - Availability

The app for Social Hour must be able to be accessed by its users for the majority of days in the year... at least 95% of the time

2. - Load Time

For now, social hour's main (and only) interface is a phone application. As a result, the actual application performance needs to be nearly instant. Graphical feedback for actions done within the application need to be less than 25 milliseconds (test value, for now), and for internet-based functions (i.e. actually loading the app) will have a temporary requirement of one second or less (modeling the eBay response time).

3.3 Design Constraints

3.3.1 Constraint 1: Mobile platform only

Due to time restrictions and deadlines that must be met, a mobile app for social hour will be made first before an eventual web interface/site is made for the app

3.3.2 Constraint 2: Performance and Power Requirement

Because phone users are very concerned regarding power management, the application design will have to consider CPU, memory, and storage usage for the operation of the platform. This will affect the frequency of requests the application is allowed to make, the intensity of the graphical quality of the app, and the amount of data the application is allowed to store locally.

3.4 Data Requirements

Name	Type	Size (character limit for strings, bytes for integers)	Comment
			NOTE: We plan on having most of this data handled by MongoDB, and that database may decide to infer different data types and sizes than what we have. As a direct result, these data types and sizes are temporary
Title	String	128 characters	The title for any specific event
Date	String	64	The date for any specific event
Time	String	64	The time for any specific event
Location	String	128	The location of any specific event
Description	String	256	The description of any specific event
Privacy Clearance	Number	8	For any specific event, the level of clearance allowed in order to view contents of event
Icon	Picture	128x128	
Profile Picture	Picture	128x128	
Friends Lists	String[]	128 character	